

Quest for Glory

III



IMAGES
HINT BOOK



SIERRA



Quest for Glory

III



WAGES OF WAR HINT BOOK

SIERRA

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DEDICATED TO

THE MEMORY OF

DAVE FLEMING

QUEST FOR GLORY III: WAGES OF WAR

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QUEST FOR GLORY III:

WAGES OF WAR INTRODUCTION

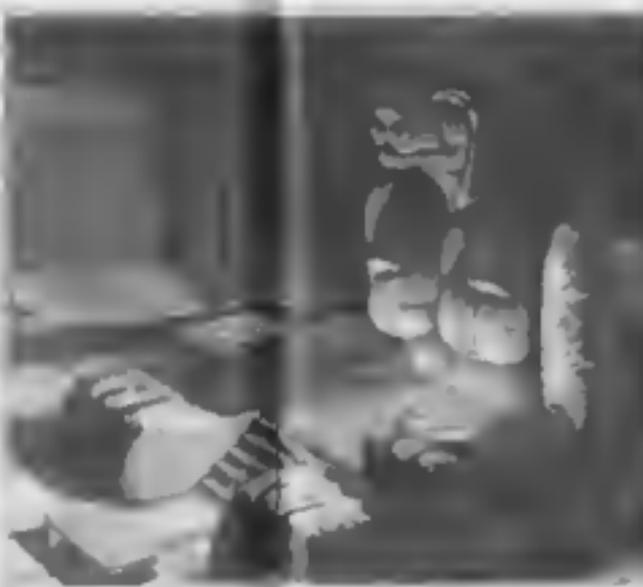
Welcome to the land of Tarma and the world of Quest for Glory! Each episode of the Quest for Glory saga is a labor of love (with emphasis on the "labor") for us, and we hope you have been finding Quest for Glory III: Wages of War a pleasurable and exciting experience. We certainly had an exciting time putting this episode together!

This book contains three main sections. The introductory section contains general information and tips on playing Quest for Glory III. The hint section contains a number of hints for specific problem areas and puzzles you may encounter. Finally, the walk-through contains a blow-by-blow description of one possible path through the game.

Definitely read the introductory section. It will give you some useful advice that won't spoil the game. If you haven't already done so, you should also read the game manual and Famous Explorers' Handbook that came with your copy of Wages of War. The latter book, in particular, contains a number of useful game hints hidden within the story. We also put a lot of work into making the Handbook enjoyable to read, and we'd hate to think that effort was wasted!

Use more care with the hint section — too many hints will spoil the game experience for you. Try to read just the hints you really need at a given moment. In many cases, there are several levels of hint ranging from very subtle to explicit answers. Please try not to read any more than you need at one time — the fun is in solving the game's puzzles for yourself!

If the hint section is dangerous, the walk-through is downright explosive! It contains totally explicit answers to all of the game's major puzzles. You can solve the entire game by following it through step-by-step, and you'll be



bored out of your skull! The art of storytelling is to "show, don't tell". The walk-through tells you everything. But if you're really stuck, and even the hints won't help, we'd rather you find your answers in the walk-through than become totally frustrated and unhappy with the game. (That's even less fun than being given the answers!) You can also read the walk-through after you've played through the game as all three character types just to make sure you didn't miss anything especially interesting.

Finally, the back of the hint book contains maps of Taina and vicinity to help you keep track of what's where. The maps won't however tell you what's when, that you'll have to figure out for yourself.



Background art begins as pencil sketches and miniature color keys which serve as a guide for artists who will create the final paintings.

THE QUEST FOR GLORY III TEAM

Quest for Glory III: Wings of War was a major undertaking. We took over 18 months from creating the first elements of the design until the first copies found their way into your neighborhood software store. Along the way a team of over 20 talented individuals helped us to create the game you now have in your hands.

THE PRODUCER: Tammy Dargan had the unenviable jobs of making sure Quest for Glory III shipped on time and within budget, that it met Sierra's criteria as a quality game, and that the team stayed sane during its development.

THE DESIGNERS: We're Lori and Corey Cole. We've been playing games as long as we can remember, and designing role-playing scenarios for, well, long enough to date us. Besides the Quest for Glory series, Lori has designed an educational computer game for early readers (*Mixed-Up Fairy Tales*), and Corey designed the puzzle game, *Castle of Dr. Brain*, both available from Sierra On-Line.



THE LEAD PROGRAMMER: Oliver Brailsford took on the task of translating our cryptic design notes into even more cryptic program code while supervising the rest of the programming team with his other hand. Previous Sierra projects include the VGA remake of *Leisure Suit Larry in the Land of the Lounge Lizards*.



THE ART DESIGNER: Andy Hoyos worked with us on both *Fairy Tales* and *Dr. Brain* (fresh after completing *King's Quest V*). He's the man responsible for the look and feel of our background pictures and character close-ups. (Can you say "Awesome!"?)

THE LEAD ANIMATOR: Marc Hudgins is the one who brought the Lomtours and monsters to life using traditional paper animation techniques and some serious talent. He also helped Andy direct the team animators to ensure the consistency and quality of all our animation. (So tell us, have you ever seen a better animated game? We didn't think so.)



THE COMPOSER: Rudy Helm is the main man behind the music. He's responsible for all the marvelous music and sensational sound effects in Wages of War. (You do have a sound card, don't you? If not, you're really missing a major part of the game!)

THE GAME PROGRAMMERS: Oliver was assisted by a tremendous team of programmers. Every member of the team contributed to making Quest for Glory III a top-quality game. Each added an incredible amount of love, devotion, and overtime to Wages of War.

Dave Artis handled the savanna and jungle "encounter" scenes — rock-throwing and spell-casting and "Oh no, run away!" — as well as bargaining in the bazaar and lots of other stuff.

Chris Carr programmed the Big Tree, the Big Falling Water, and the entire end-game. When asked what he was going to do next, he replied "I'm going to Borneo!" And he did.

Kevin Ray programmed the Simbani Village and worked on several other areas including the savanna and jungle maps. He was previously one of the main programmers on Mixed-Up Fairy Tales.

Henry Yu put together the Leopardman Village and the Temple of Sekhmet as well as doing an incredible amount of work in

other areas of the game including the Bazaar and the wilderness maps.

Rick Comstock helped string together the scenes for the game prototype and set up the bazaar. Rick previously worked on EcoQuest: The Search for Cetus.

Tom DeSalvo was one of the lead programmers on the VGA remake of Quest for Glory I: So You Want To Be A Hero. He provided "cameo coding" help in the last weeks of Wages of War.

Brett Miller worked on the Awati game and item purchasing before running off to become Project Manager of Island of Dr. Braun.



THE ARTISTS: Quest for Glory III is truly one of the most beautiful computer games ever created, thanks to these incredibly talented artists:

Jeff Crowe began his career at Sierra working with us on the original Quest for Glory I. His animation skills can be seen in many Sierra games.

Dana M. Dean not only was the actress for most of the video captured female characters, she was also the chief technician assisting the video capture process. Dana scanned the hand painted

256 color paintings and worked to turn the rough computer captured computer images into works of art.

Darrin Fuller created the look for Johan, the cloth merchant, the meat merchant, and others. He also did background paintings and animation.

Richard "Mustafa" Powell designed some of the more recognizable characters such as the junk dealers and the lost legionnaires in the savanna. He painted, animated, touched up, and video captured.

Jay Friedmann painted and designed backgrounds as well as animated some of the memorable characters that you meet throughout the game.

Tim Loucks attention to detail enhanced the animation of many of the monsters you'll meet in our game.

Frank Ferrell did background paintings for both the remake of Quest for Glory I and for Quest for Glory III. He was the video capture actor for Yesufu and the Weapon Merchant.

Roger Hardy, and **Jerry Jessurun** worked on the animation art, giving a finished look to the video captured images.

THE QUALITY ASSURANCE TEAM: These are the unsung heroes that make sure the quality goes in before the game goes out. They play the game over and over again and find the problems. **Dave Fleming** led the QA team, ably assisted by **Bill Davis Jr**, **Sharon Smith**, and **Dan Woolard**.

THE MARKETING AND PR TEAMS: These people made sure you actually heard about, and could find copies of Quest for Glory III in the store.

Tony Caudill was our Brand Manager in charge of advertising and promotion.

Kurt Busch managed the team that created the box cover and advertisements.

MONSTER DESCRIPTIONS

Here is a list of the wandering monsters in the game and some suggestions on how to handle them. For more information, consult your "Famous Explorers' Field Guide to East Fuccana".

GIANT ANTS

These insects are tough, but mostly just bug nuisances. If you are a fighter, practice your combat skills on them. Try to avoid acid attacks from their tails. If you are a Thief or a Magic User, stay out of close combat and use the Giant Ants for target practice if you need some. Otherwise, just avoid these things.



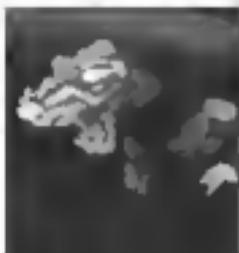
CROCS

These things not only are useful for practicing your offensive skills, but they provide a source of income for the needy adventurer. They tend to hang out near the river.



DINOSAURS

These things can dish it out and take it. Unless you are a Fighter type, don't even think about getting into close combat with Dinosaurs. They take a lot of damage, so if you have to fight them, make sure you have some Healing Pills with you.



FLYING COBRAS

Another monster to avoid unless you are a Fighter type. Be sure to take a Poison Cure Pill if you do run into them. Flying Cobras live in the jungle.



LEOPARDMEN

Avoid these as quickly as you can, for the spells they cast are powerful. They excel at distance combat. Although they do carry money with them, it isn't worth the pain it takes to defeat them. Anyway, it's hard to make peace with people you go around killing.



APEMEN

These things are tough and very strong. They never know when to give up. They do carry some cash if you need it, but it will cost you to get it.



DEMON WORMS

You can't use distance combat with Demon Worms. They hide underground safely avoiding all your attacks until they can get you. Unless it's your sworn duty to rid the world of all Demonic creatures, run away.



DEMONS

Demons come in a wide variety of shapes and sizes, but all are tough and practically immune to spells and normal weapons. Avoid them if you can.



GAME PLAY TIPS

If you have never played a Quest for Glory role-playing adventure before, here are some hints on how to handle this game:

1. Save Frequently - You never know what's going to happen next, but by saving you can always go back and change your actions after you try something.

2. Try to think as your character thinks - All the puzzles in this game can be solved through a use of the character's skills, information, and equipment. You need to supply the brainpower.

3. Check your Character's Statistics - To do this, select the Special Action icon and choose your Character icon. Statistics improve with practice in this game. The Statistics which have changed since the last time you looked will be highlighted. The higher the Statistics, the better your character will be.

4. Practice your Character's Skills - Since Statistics improve, then practice makes your character better. You can only improve skills you have at the beginning of the game. If you don't know how to climb a tree, all your attempts to climb won't do anything. Some of the puzzles in this game require your character to have a certain level of skill in a particular attribute.

5. Talk to Everyone - Information is the most valuable thing to solving this game. Ask questions and tell people things everywhere.

6. You don't need everything - Just because you can pick something up or buy something doesn't mean it is important. You can get rid of extra things by storing them in chests in your guest rooms.

7. Have Fun - Don't be afraid to try things in this game. Just make sure you save first, and you can't do wrong. There are funny things to see and do in this game, so let yourself enjoy them.

CREATING A CHARACTER

Read in your Technical Manual that came with the game about Creating a Character and Assigning Skill Points on pages 2-4 first.

Customize your character the way you want it by allocating points in the skills you want your character to use most. However, if you want a strong initial starting character, we recommend you allocate the points as follows:



FIGHTERS:

Strength -	Add 15 Points
Agility -	Add 15 Points
Vitality -	Add 10 Points
Weapon Skill -	Add 10 Points

MAGIC USERS:

Agility -	Add 15 Points
Intelligence -	Add 10 Points
Vitality -	Add 15 Points
Magic -	Add 10 Points

THIEVES:

Strength -	Add 10 Points
Agility -	Add 10 Points
Vitality -	Add 10 Points
Luck -	Add 10 Points
Throwing -	Add 10 Points

Note: If you have imported a Paladin who began life as a Magic User, make sure you give your character some Throwing skill. He will need it.



GAME HINTS

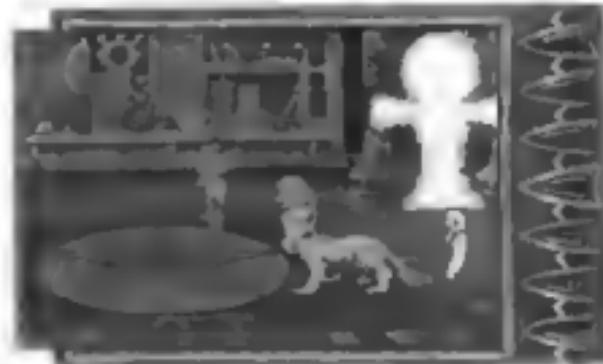
PLACES AND PEOPLE IN WAGES OF WAR

WHAT TO DO WHERE AND WHEN WITH WHOM

Many places in this game can be re-entered at different times and situations. Often the conversation with the people in a given place will change because the situation will change. If you are the type of player who likes to know everything that is going on in the game world, then you will need to visit and talk to people here again and again.

TARNA

LOCATIONS FROM THE MIDDLE PLATEAU



KREESHA'S HOUSE

- Enter and re-enter this room to gain more information about the game.
- Talk with Kreesha and Rakeesh to find out all you can about the current situations.
- The following events occur here to give you more information: First entrance, entrance before you witness a robbery, entrance after you witness a robbery, entrance before Rakeesh pledges peace, entrance after the Sumboni trip, and entrance before the peace conference.

KREESHA'S HOUSE (CONTINUED)

Fighter/Paladin

- If you become a Paladin in the course of the game, you will be sent here before the peace conference.

Magic User

- Ask Kreesha about Magic whenever you can. Kreesha will send you on a quest for Magic Wood. Return here when you have it.

Hints for finding the Magic Wood:

- Seek for it after you visit the Simbari.
- Travel east to where you can see a lot of wood.
- Visit the most impressive tree in the jungle.
- Talk to someone who lives in the Giant Tree near the upper waterfall.
- Tell it about your mission.
- Now explore the jungle to find the flower of which the Guardian spoke.
- Use a spell to retrieve the flower.
- Take it to the Pixel of Peace below the Simbari Map and wait until dark.
- Dip the flower in the water while the moon shines.
- Return to the Giant Tree and climb to the top of the highest waterfall.
- Enter and place the flower on the spiral platform.
- Return to Kreesha's House.



APOTHECARY

- Talk to Salim, buy pills to stay alive, buy a Dispel Potion
- Talk to Salim thoroughly and you will learn about seeking a bird and ingredients for the Dispel Potion.
- If you ask him questions about his dreams, you will be able to tell him some important information

Finding a Feather:

- Ask Salim about Pills, Healing, Feather, and Honeybird.
- Talk to the Merchant in the Bazaar who knows most about the Honeybird.
- Buy the thing the Honeybird likes most.
- Explore the Savanna until you see a Honeybird and follow it.

APOTHECARY (CONTINUED)

- When the Honeybird lands, put the thing the Honeybird wants on the ground near it.
- Leave the room and return to pick up the feather.

Finding the Fruit of the Venomous Vines:

- Explore the Savanna of Tarna Overlook Map completely.
- Check out the piles of rocks to the southeast of Tarna.

Finding the Water from the Pool of Peace:

- Make sure you have something to carry this in.
- Wait until Rakeesh takes you to the Simbani Village.
- Check out the lake to the south of the Simbani Village.

Finding the Gift from the Heart of the World:

- Wait until Rakeesh takes you to the Simbani Village.
- Find the Water from the Pool of Peace first.
- Explore off to the far east
- Visit a most unusual tree and climb it.
- Talk to someone who lives near the bottom of the upper waterfall in the Giant Tree.
- Tell it about your mission.
- Climb up to the top of the upper waterfall and enter the hole there.
- Place your Water from the Pool of Peace on the spiral platform.



RESTAURANT

- This is a place to learn some gossip, eat some good meals, spend the night, and store some unneeded equipment.
- Click WALK on the stairs to go to your room here.
- Click HAND on the empty pillow to talk to the Welcome Woman.
- To order food sit on the pillow and wait until the Welcome Woman comes over. Click TALK on your character and select "Order Food" or click your Money Pouch from Inventory on the Welcome Woman.
- The following events occur here to give you more information: First entrance, entrance the evening after you return from the Simbani Village (Meeting the Survivor), entrance three nights after you talk to the Survivor.

RESTAURANT (CONTINUED)

What to Do with Janna:

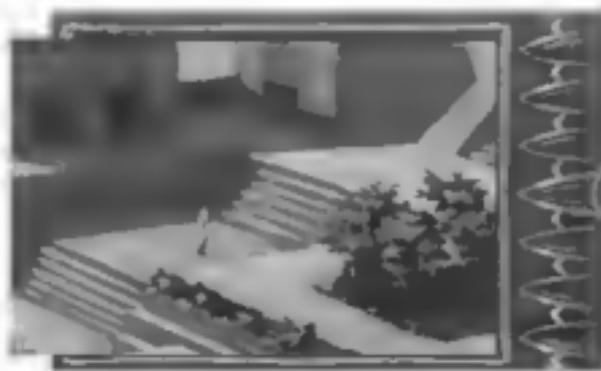
- Ask Jannu daily about Menu, Rumor, Janna, and Tama.
- Flirt with her daily by clicking TALK on your character and selecting "Flirt".

What to Do in Your Bedroom:

- Click HAND on the bed to rest or sleep.
- Click HAND on the chest in order to store things. The game will not allow you to store anything which may be critical later on.

What to Do with the Survivor:

- Ask him thoroughly about the Peace Mission.



LOCATIONS FROM THE LOWER PLATEAU

THE BAZAAR

- Talk with all the merchants and buy the things you think you will need. Not everything they sell will be useful to your character.
- Ask the merchants daily about the Merchant and about Rumors.



MID-LEVEL BAZAAR

What to Do with the Junk Dealers:

- Buy a Tinderbox

Thief:

- Click LOOK on the Blackbird near the old man

MID-LEVEL BAZAAR (CONTINUED)

- Ask about it.
- Buy the Blackbird.

What to Do with the Honey Seller:

- If you are hunting for a feather, ask him about Honey and Honeybird.
- Buy some Honey.

What to Do with the Oil Seller:

Thiefs:

- Buy some Oil.

What to Do with the Weapon Seller:

- Some of the things he sells make nice gifts.
- When you are trying to get married, buy a Fine Spear here.
- If you want to show your trust for someone, give a Fine Digger

Thiefs:

- Stock up on Throwing Daggers.

What to Do with Harami:

- You will not meet him until after you return from the Sumbam Village.
- Ask him about Help, Harami, and Rumors.
- Since he is hungry, give him something to eat.
- The next time you meet, tell him about your mission.
- The third time you meet him here, tell him about Rakeesh.



NORTH END BAZAAR

What to Do with the Money Changers:

- Exchange Dinars to Royals.
- Exchange Commons to Royals.

What to Do with the Fruit Seller:

- Buy some fruit when you get low on rations.

What to Do with the Leather Merchant:

- Buy a Water Skin.
- If you are buying a bride, buy some Zebra Hides.

NORTH END BAZAAR(continued)

What to Do with the Run-Away Thief:

- Try running after him, or throwing something at him, or knocking something over in front of him, or casting a spell at him.
- If you make a mistake here, restore your game from the "Automatic Save" feature.



OPEN AIR BAZAAR

What to Do with the Bead Maker:

- If you are trying to win someone's favor, buy her some Beads.

What to Do with the Fish Merchant:

- If you are running low on rations, you might like some dried fish.

What to Do with Harumi:

- Agree to Meet.

What to Do with the Rope Maker:

- You really don't need anything here unless you are a Thief Thief.

- Show him the sign by clicking TALK on your character and select "Make Thief Sign".
- Ask Rashid about Acrobatics.
- Click TALK on your character and select "Buy Training".



SOUTH END BAZAAR

What to Do with the Wood Carver:

- You have something in your Inventory for this character

SOUTH END BAZAAR (CONTINUED)

- Tell him things.
- Buy a gift to make friends with someone

What to Do with the Meat Merchant:

- Buy dried meat when you get low on rations.

What to Do with the Amulet Seller:

- Nothing.

What to Do with the Cloth Merchant:

- When you need to buy a bride, buy a Robe.

What to Do with the Drummer:

- Give him some money by clicking your Money Pouch on his tip bowl.

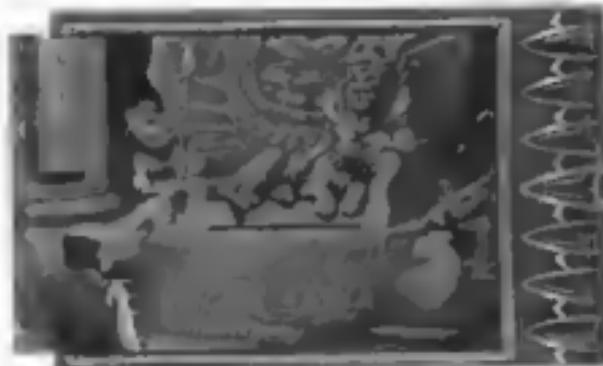
Thief:

- Try to take some money by clicking HAND on his tip bowl.

LOCATIONS FROM THE UPPER PLATEAU

HALL OF JUDGMENT

You will not be able to enter here unless summoned to do so. Just say "Yes".



KING'S CHAMBERS

- You will not be able to enter here unless summoned to do so. Be polite.
- Tell Rajah things when he asks you to do so.
- Speak only to the one speaking to you.



TEMPLE OF SEKHMET

Once you have visited here, seek the Gem of the Guardian after you visit the Simbani Village.

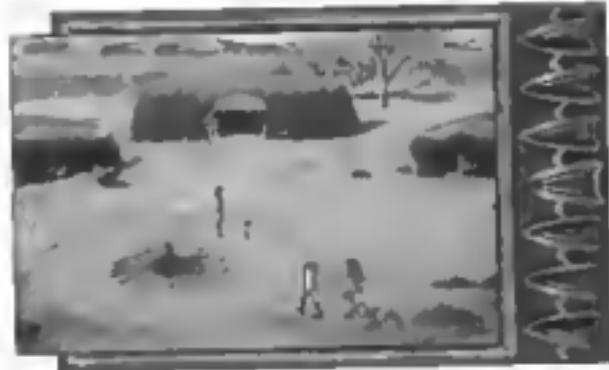
Finding the Gem:

- Check out the Giana Tree in the jungle.
- Follow the path to the upper waterfall and past it to the right to enter the Guardian's Hole.
- Ask it about the Gem.

Weighing of Souls

- You can only get here after you return to the Temple of Sekhmet with the Gem of the Guardian.
- Choose wisely.

SIMBANI VILLAGE



CENTER OF THE SIMBANI VILLAGE

The following events occur here to give you more information:
First entrance, entrance at evening for the storyteller, ceremony for the return of the spear

Fighter/Paladin:

- The Invitation Contest begins and ends here.

Thief:

- Look carefully at the Labon's Hut
- Use something sharp to enlarge the crack in the wall.

GUEST HUT

The following events occur here to give you more information:

First entrance, evening after the prisoner is captured.

- Click HAND on the chest in order to store things.



LAIBON'S HUT

The following events occur here to give you more information:

First entrance, three days after arrival, after the prisoner is captured, after using your Dispel Potion, after getting Bride Price.

- Always greet the Laibon.

- Be polite and firm, but not too pushy. Give him what he wants

Fighter/Paladin

- After using your Dispel Potion and returning here, go hunting Dinosaurs.

• Return here with your trophy to start your initiation.

Thief

- Enter through the crack on the outside.

- Save your game.

- Be especially sneaky.

- If you are greedy, the chest is tempting, but you will need all your Thief strategy to get away with it. Read the Explorer's Manual for more hints.



UHURA'S HUT

The following events occur here to give you more information:

First entrance, second entrance, third entrance, entrance after the prisoner is captured, entrance after you use the Dispel Potion, entrance after the prisoner escapes.

UHURA'S HUT (CONTINUED)

Fighter/Paladin:

- Visit after you are initiated

Thief:

- Visit after you steal the Magic Drum.

SPEAR THROWING AREA

The Fighter and Thief practice their throwing skills here.

Fighter/Paladin:

- Practice throwing spears as often as you can.
- Uhura will compete with you when you get good.
- In medium and high Skill Level settings, remember to compensate for the wind.
- During the Initiation Contest, do your best and hope you practiced enough.

Thief:

- Practice throwing daggers whenever you can.

CAGE AREA

The following events occur here to give you more information:
First daytime entrance, second daytime entrance, third daytime

entrance, fourth daytime entrance, entrance after the prisoner is captured, entrance the next day, using the dispel potion, Yesufu and the prisoner, after you buy a bride, when you free your bride

What to Do with Yesufu:

- Talk to him and play Awari with him.

What to Do with the Prisoner:

- Remove the Shapechanging spell.
- Talk to the Larion about buying a bride.
- Give your bride three gifts from the bazaar - something pretty, a work of art, and something that will show that you trust her.
- Read walk-through for exact information.

AWARI GAME

- You get here by asking Yesufu about "Game", or clicking HAND on the Awari board.
- This is to give you a chance to raise your character's intelligence through practice.
- Gain information by talking to Yesufu.
- Tell Yesufu things by clicking TALK on your side of the board.

WRESTLING BRIDGE AREA

This is to give the Fighter and Thief a chance to increase their skills.

WRESTLING BRIDGE AREA (CONTINUED)

Fighter/Paladin:

- Practice walking on the bridge as often as you can by clicking HAND on the rope by the left side of the bridge to climb the bridge. Then click HAND on the other side to cross.
- Practice hand-over-hand as often as you can by clicking HAND on the middle of the bridge.
- Uhuru will show you how to use the bridge when you are skilled enough to cross it.
- Uhuru will compete with you when you get good.
- During the Initiation Contest, do your best and hope you practiced enough.

Thief:

- Practice your tightrope walking on the bridge as often as possible by clicking HAND on the rope by the left side of the bridge to climb the bridge. Then click HAND on the other side to cross.

TWISTED TREE ROOM

Fighter/Paladin's Initiation Only:

- Don't just copy Yesufu.
- Don't just throw a spear, make sure you have something to retrieve the ring with before you throw.

• Something in this room can be very useful. Attach it to a spear.

- If you have Climbing Skill, you can use it here.
- If you are stuck, see the walk-through.

RING OF THORNS

Fighter/Paladin's Initiation Only:

- Don't just copy Yesufu.
- Try throwing something onto the thorns to get over them.
- If you are stuck, see the walk-through.

PLACES IN THE SAVANNA



VENOMOUS VINE ROOM

Find this place by exploring the Savanna of Tama Overlook Map completely and checking out the piles of rocks to the southeast of Tama.

To get the Vine Fruit:

Fighter/Paladins:

- Watch the Meerhats for a hit, then exit room.
- Re-enter room and watch the Meerhats again.
- Help the small Meerhat, then exit room.
- When you return once again, your reward will be on the rocks.

Magic Users:

- Use the Fetch spell on the large vine in the middle of the rocks.

Thief:

- Use your Rope and Grapnel on the large vine in the middle of the rocks.

POOL OF PEACE

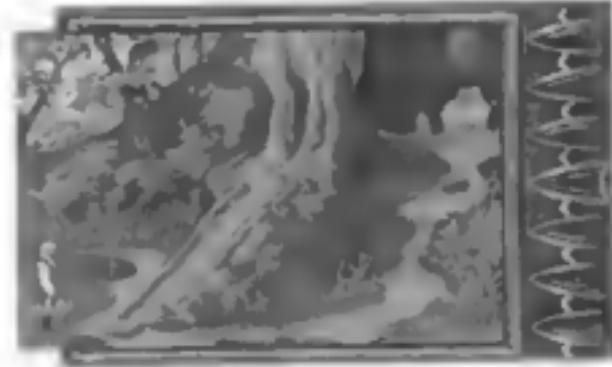
- You can only get here after Rakeesh leads you to the Simbani Village.
- Visit the lake to the south of the village.
- Use your Water-kim on the pool.

Magic Users:

- Dip the Blue Orchid in the water while the moon shines.

PLACES IN THE JUNGLE

- Walk to the far east of the Simbani Village Map to find the jungle.
- If you find a monkey trapped in a cage, free it.
- If you feel like something is following you but doesn't attack, try clicking TALK on your character and greeting it.



GUARDIAN'S HOLE

- There is a giant tree on the Jungle Map just to the right of the Simbani Savanna Map.
- Climb the largest tree in the jungle almost to the top just past the upper waterfall.
- Don't be aggressive, wait for it to come to you.
- Click TALK when your character is highlighted, and when he is not, in order to ask and tell. Ask him for all the information you need and tell him what he wants to know.

HEART OF THE WORLD

- There is a giant tree on the Jungle Map just to the right of the Sembani Savanna Map.
- Climb the largest tree in the jungle almost to the top of the upper waterfall.
- Talk to the Guardian first to figure out what to do here.
- You must have been told to look for something by someone else before your character can ask the Guardian about it.
- If stuck, read the walk-through.



LEOPARDMAN VILLAGE

You can only get here if you have Johan lead you after you have made her a bride and set her free from the Sumbani Village.

CENTER OF LEOPARDMAN VILLAGE

- Listen, be polite, and let Johari guide you to the proper responses.

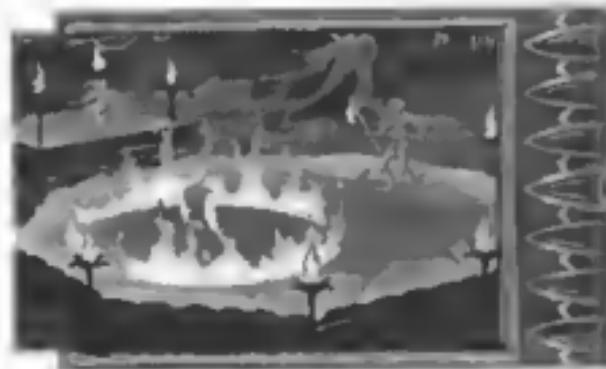
THIEF'S ENTRANCE

- This room is only visited if your character is a Thief. Save your game.
- Use your gift from the Sultan of Shapeit to cross to the hut.
- Feed the kitty. If not, then make sure your SKILL setting on the Control Window is set above Low. Now try your skills, and your character's skills at dodging an attacking cat.



LEOPARDMAN LEADER'S HUT

- This room is only visited if your character is a Thief. Save your game.
- Use your sneaking skills.
- Give the monkey something to eat, or let it go away.
- Get the Spear and get out of here.
- If you're greedy and try to open the chest, make sure you remember your Thief's Procedures.



SHAMAN DUEL

- This room is only visited if your character is a Magic User. Save your game.
- Use your most defensive spell first and make him cast the first offense.

- Next, summon your most potent weapon.
- Now just relax everything
- If you feel closed in, then open up.
- When things seem blackest, remember an old joke.
- If the Shaman calls for a pet, then impress him with your brilliance.
- When you're feeling down, raise yourself up.
- When the Shaman loses his cool and cheats, use something in your inventory to bring him back to his senses.
- If you need more explicit hints, read the walk-through.

WATERFALL CROSSING

- You will not be able to get across the Waterfall until you have a guide to show you the way.

END GAME

This occurs after you return the Spear of Death and the Magic Drum to the rightful owners and get improperly rewarded for your efforts. Head east until you meet a friend and follow him to his home.

ENTERING THE MONKEY VILLAGE

Fighter/Paladin:

- Talk to Manu and tell him you need his help

ENTERING THE MONKEY VILLAGE (CONTINUED)

Magic User:

- Use a spell.

Thief:

- Climb a tree.

MONKEY VILLAGE

Now you are going to have to convince Manu to take you to the Lost City. Ask him all he knows and tell him all you know.



WATERFALL CROSSING

Fighter/Paladin:

- Look around and find something that you might use to help you cross.
- Talk to Manu and tell him you need his help.
- Now cross using your Strength rather than your Agility.

Magic User:

- Look around and find something that you might use to help you cross.
- Try it on for size.
- Talk to Manu and tell him you need his help.
- Cast a gravity-defying spell and tell Manu to do his stuff.

Thief:

- Use your daddy's gift.

GETTING INTO THE LOST CITY

- Look around and see what's missing.

Fighter/Paladin:

- Use the gift you got for your kindness.

Magic User:

- Look around for a replacement part.
- Use a spell to get it down.

Thief:

- Look around for a replacement part.
- Go and get it.



GETTING PAST THE GUARDS

Fighter/Paladin:

- What's your job here? Get rid of him!

Magic User:

- Cast something to relax the situation first, then use a spell on the door.

Thief:

- Use your skill to get to the door without being heard.

- Use something to keep the door from being heard.
- Now use the thing that unlocks your future.

GETTING PAST THE POSSESSED REESHAKA

Use something you have with you to break the spell.



DEFEATING THE DEMON WIZARD

Fighter:

- Defeat the Gargoyle, and use it to cross the gap
- When you get stuck, throw something at the Demon Wizard
- Now use another magic item against the Orb.

Paladin:

- Defeat the Gargoyle, and use it to cross the gap.

DEFEATING THE DEMON WIZARD (CONTINUED)

- When you get stuck, throw your most prized possession at the Demon Wizard.
- Now give the Demon Wizard all you got.

Magic User:

- Cast a defensive spell.
- Now summon something that might impress the Demon Wizard. Use it.
- When the Demon Wizard takes what's rightfully yours, use a spell that guarantees no one will ever try that again.
- Now use some force to get the Orb back through the gate.

Thief:

- Use your daddy's gift to get to the pillar on the other side.
- Now use it to get to the other main pillar.
- When things get hot, get moving.
- Use what you have left after the burning problem against the guy that made this all possible.

CHARACTER WALK-THROUGHS

WARNING: This contains specific information designed to get a player entirely through the game. This is not the fun way to play. Part of this game is like a mystery — you need to talk to people to find out what is going on. This walk-through takes you through just one of the shortest paths to finishing Wages of War. There are many other ways to play. To truly explore and enjoy this game, play the game first (preferably once) through with each of the three character types), then read the sections room by room in this hint book to discover what you missed.

Many of the puzzles in this game have several ways to solve them, but this walk-through will only explore one particular way for each character type to approach the problems. You will also not gain all the possible puzzle points for your character, but you will win the game.



BEGINNING THE GAME:

First, read your manuals and the beginning sections in this hint book on playing and designing the type of character you wish to play. Begin by selecting "Play Game" from the Main Menu, then select "Create Character", assign a name and allocate your points. Press [ENTER] to start the game. Do not alter the Skill level for this walk-through.

Kreesha's House: After cursor changes to WALK, exit to the upper left. Walk down the stairs on the left. Exit left. You are now in the Middle Bazaar Room. Exit this room to the upper left.

NORTH BAZAAR: You witness a robbery. How you should react depends on your character class -

Fighter and Paladin: Chase after the running thief.

Magic User: Cast Calm spell.

Thief: Throw dagger at running thief

A guard will appear and order you to go to the Hall of Judgement. From there, you will be ordered to meet with King Rajah and Rakeesh in the King's Chambers. When Rajah pauses, click TALK on your character and select "Greet". Answer Rajah's questions by clicking on your character and selecting "Answer Rajah", then "Tell about Rakeesh". When you are asked if you have any questions, click TALK on Rajah

and select "Tarna", "Rakeesh", and "Rule". When Rajah dismisses you, click TALK on your character and select "Say Good-bye".

You will now be on the Upper Plateau. Proceed down the stairs to the left to return to the Middle Plateau.

Magic User: Click WALK on Kreesha's House. Ask Kreesha about Magic, Staff, and Ritual.

Proceed down the stairs to the left to return to the Middle Bazaar. Exit again to the upper right to visit the Money Changer in the North Bazaar.

At the Money Changer, click TALK on your character and select "Yes" to exchange your Dinars to Royals. Walk over to the Leather Merchant. Click TALK on your character and select "Make Purchase". When Purchase Menu comes up, select "Waterskin" and then click on "Purchase". Exit this room at the bottom of the screen.

In the Middle Bazaar, go up to the Junk Dealers. Click TALK on your character and select "Make Purchase". When Purchase Menu comes up, select "Tinderbox" and purchase it.

Thief: Click LOOK on the Blackbird near the old man. Click TALK on your character and select "Make Purchase". When Purchase Menu comes up, select "Blackhrd" and purchase it.

Go over to the Honey Seller. Click TALK on your character and select "Buy Honey". Purchase some honey. Exit this room at the bottom of the screen. You are now in the Open Air Bazaar.

OPEN AIR BAZAAR

Thief Character: Go to Rope Maker and click TALK on your character and select "Buy Rope". After you have the rope, click TALK on your character and select "Make Thief Sign". Then click TALK on the Rope Maker and select "Ask about Acrobatics". Now click TALK on your character and select "Buy Training". Finally, go into your Inventory. Select the rope and click it on the grappling. You now have a Rope and Grapnel. Exit this room at the bottom of the screen. You are now in the South End of the Bazaar.

SOUTH END OF THE BAZAAR

Walk over to the cat-like creature near the top of the screen. Click on the Inventory icon and select the "Note from Shema". Give this to the Katta. Click TALK on your character and select "Tell about Shapes".

Go over to the Drum Player and click HAND on the bowl near him.

Now walk around the Bazaar area and talk to all the characters by clicking TALK on them and on your character until it starts to get dark and the bazaar closes for the night. Go back to the Middle Bazaar and exit to the right back up to the Middle Bazaar.

Click the WALK on either of the two doors on the building across the top of the screen. You will now enter the Welcome Inn. Click your LOOK on the bulletin board to read the laws of

Tama. Now click your HAND on the empty pillow near the upper part of one of the tables. Click TALK on your character when the Welcome Woman approaches and select "Order Meal". After you have eaten, click the WALK near the top of the staircase on the right to go to your sleeping quarters.

In your room, click the HAND on the bed. Select "Sleep until Morning". At sunrise exit room to the left.

Next Day In the Welcome Inn, click your HAND on the empty pillow near the upper part of one of the tables. Click TALK on your character when the Welcome Woman approaches and select "Order Meal". After you have eaten, click the WALK cursor in the open doorways to exit.

From the Middle Plateau, click WALK on the doorway at the upper left. This leads to the Apothecary (drugstore). Click TALK on the clerk. Ask about Pills, Healing, Feather, Honeybird, and Non-violent. Also ask about Plants, Tree, and Dream. Now click TALK on your character and select "Tell about Julianaz" and then "Make Purchase". Buy four Healing Pills. Click TALK on your character and select "Make Purchase". Select Cure Pdls and buy four. Now select "Dispel Potion". Purchase Dispel Potion. The Apothecary will tell you what ingredients he is missing that you need to find.

Magic User: Purchase four Mana Pills.

Exit Apothecary at the bottom of the screen. At the Middle Plateau, click WALK to go right past the building where Kreesha lives and exit to the right. You are now at the city gates. Click WALK on the small entrance at the top of the stairs to enter the Temple of Sekhmet.

TEMPLE OF SEKHMET

In the Temple, walk over to the table near the center of the room. The Priestess will enter and order you to leave. Sekhmet will tell you to seek the Gem of the Guardian. Now you will exit the way you entered back to the gates.

Exit this Gate Room at the bottom of the screen. You will find yourself on the Tarna map. You are now in the realm of random encounters. Read the sections on combat and monsters in your manuals and in the hintbook. Save your game everytime you see a monster. This avoids the "Dead Character Blues".

Click the WALK cursor on the pile of rocks at the lower right of center. This takes you to the Venimous Vine Room.

VENOMOUS VINE ROOM

Fighter and Paladin: Watch the Meerbats for a short while, then exit room. Return to room. Watch the Meerbats once again. When the small Meerbat gets caught, click your sword from Inventory on the nearest vine. After the Meerbat flies to the rocks, click a Healing Pill on the Meerbat to make sure it recovers. Walk away, and then your reward will appear on the rocks. Click the HAND on the small ring of rocks. Then go into Inventory and click a Cure Pill on yourself, just for your health.

Magic User: Click on the Magic Icon and select the "Fetch" spell. Click the Fetch Icon on the large vine in the middle of the rocks. You will retrieve the fruit.

Thief: Click on the Inventory icon and select your "Rope and Grapnel". Click the Grapnel on the large vine in the middle of the rocks. You will retrieve the fruit.

Explore around the Savanna Map.

Monster Encounters: If you are not a Fighter, avoid close combat. If you defeat a monster, click HAND on it to check for treasure.

Honeybird encounter: If you have an encounter with a bird, follow the bird. It will lead you to a Bee Tree. Click on Inventory and select the Honey. Click the Honey cursor on the ground in front of the tree. Once the honey is on the ground, exit the room back to the map.

Now click WALK on the Bee icon on the map. When you re-enter the Bee Tree Room, click the HAND on the Feather stuck in the honey.

When evening comes, you will be sent to your mom at the Welcome Inn.

Next Day: You will be sent to the Hall of Judgement. When given the Honor option, select "Yes". After this, Rajah will see you in the King's Chambers. When given the opportunity, click TALK on your character and select, "Greet", "Tell about Honor", "Tell about Rakeesh", and "Say Good-bye".

Rakeesh takes you to the Sunphant Village

Next Day: When you reach the Sjabaru Overlook, click TALK on your character and select, "Greet". When you enter the Larbon's Hut, after Rakeesh greets the Larbon, click TALK on your character and select, "Greet".

When you again have the chance to speak, click TALK on your character and select, "Tell about Peace".

When you enter Uhura's Hut, ask Uhura and Rakeesh some questions.

When you enter your Guest Hut, ask Rakeesh questions. Then select "Sleep" from the Special Action Icon Bar and "Sleep until Morning".

Next Day: Exit Guest Hut out bottom right. Exit center of Simbani Village to the left. You have now entered the Spear Throwing Room.

SPEAR THROWING ROOM

Fighter/Paladin: Click HAND on spear. When Uhuru enters, ask her about instruction. Practice throwing spears for a while by clicking the spear on the target.

Thief: Click on Inventory and select your Throwing Dagger. Practice throwing your daggers at the target for a while by clicking the dagger on the target.

Exit the Spear Room out the bottom and then exit the center of the Village off to the right. You now enter the Wrestling Bridge Room.

WRESTLING BRIDGE ROOM

Fighter/Paladin: Click hand on boards at middle of the bridge to practice crossing hand-over-hand. Do this several times. Then select the Rest icon from the special Action Icon Bar and "Rest for sixty minutes" to restore your Stamina. Click HAND on the rope at the left side of the bridge. Uhura enters and explains this room. After she is done talking, click HAND on the rope at the left side of the bridge again. Then click the HAND near the left side of the bridge to practice your balance. Do this several times to build up your Agility.

Thief: Click HAND on the rope at the left side of the bridge. Uhuru enters and explains this room. After she is done talking, click HAND on the rope at the left side of the bridge. Then click the HAND near the left side of the bridge to practice your balance. Practice this several times.

Exit the Wrestling Bridge Room out the bottom and then exit the Center of the Village above the Larbon's hut. You will now enter the Cage Room.

CAGE ROOM

Click HAND on the Awari Board. Play Awari with Yesufu. Talk to Yesufu by clicking TALK on Yesufu's image and on your side of the Awari Board.

Magic User: Play many games of Awari. This will build up your intelligence.

After you have played as much Awari as you wish, say no when Yesulu asks you to play again, or click TALK on your side of the board and select "Good-bye". Exit the Cage room out the bottom and return to the center of the Village. Exit out the bottom to go to the Village Overlook. Exit the Overlook to the left.

You are now on the Simbani Map. You are again in a random encounter region. Observe all proper precautions to stay alive when you encounter a monster.

SIMBANI MAP

Click the WALK on the lake near the bottom of the screen. This will take you to the Pool of Peace. Go into your Inventory and select a Waterskin. Click the Waterskin cursor on the lake to fill it with Peace Water. Do the same with the other Waterskin. Now click your HAND on the water to take a drink and restore your stamina.

The Magic User should cast Detect Magic here. This is a good time to go into Inventory and click LOOK and then HAND on the wrapped package. Now go into Inventory and click LOOK and then HAND on the Wrapping Paper.

Exit the Pool of Peace and explore the map a bit, then click WALK on the Simbani Village. Try to enter the Simbani Village around early moonrise. You will be able to witness the Storyteller if you do so. If it is too late when you return to the Village, and the Storyteller is not in the center of the Village, click WALK on the Guest Hut, then move to your bed and select "Sleep" from the Special Action Icon Bar.

Next Day: Fighter/Paladin: go to the Spear Throwing Room and practice spear throwing. Then go to the Wrestling Bridge and practice hand-over-hand and walking across the bridge. Rest when your Stamina gets too low. If you manage to walk completely across the bridge without falling, quit. Otherwise, quit when you get bored.

Thief: go to the Spear Throwing Room and practice dagger throwing. Then go to the Wrestling Bridge and practice balancing on the bridge. When you get good enough, you will see the Acrobat Icon Bar. This will allow you to practice your acrobatics on the Wrestling Bridge. Quit when you get bored. Rest to restore Stamina.

Go to the Cage Room. Ask the Storyteller questions. Then exit the Simbani Village and return to the Simbani Map. Check the time of day. If you did not hear the Storyteller on the previous night, time your explorations to return to the village in early evening.

Fighter/Paladin: Seek out strange monsters and practice your fighting skill.

Magic User: Click on Map a little distance from your present location. When you arrive at an unoccupied Savanna room, practice your spells here.

Thief: Practice your sneaking skills by selecting "Stealth" from the Special Icon Bar.

Return to the Simbani Village around dark. If you meet the Storyteller, listen to his story. Otherwise, go over to Uhira's Hut after dark. Ask her questions. Then return to your hut and go to sleep.

Next Day: Fighter/Paladin - Go to the Spear Throwing Room and practice spear throwing. Then go to the Wrestling Bridge and practice hand-over-hand and walking across the bridge. Rest when your Stamina gets too low. If you manage to walk completely across the bridge without falling, quit. Otherwise, quit when you get bored.

Thief: Go to the Spear Throwing Room and practice dagger throwing. Then go to the Wrestling Bridge and practice balancing on the bridge. When you get good enough, you will see the Acrobat Icon Box. This will allow you to practice your acrobatics on the Wrestling Bridge. Quit when you get bored. Rest to restore Stamina.

On to the Cage Room. Talk with Yesufu and play Awan with him. Exit back to Center of Village. Click WALK on Latbon's Hut.

In the Latbon's Hut, first click TALK on your character and select, "Greet". Then ask him about the Drums and Spear. Select "Say Good-bye" when you wish to leave. Then exit the village.

On the Simbari Map, click WALK to the extreme right. Try to avoid getting damaged by monsters. You will now move onto the Jungle Map. Click your WALK on the Giant Tree.

Night-time: The Giant Tree has a very safe place to stay the night, but if it gets dark before you get near the tree, from the Map Room, select "Sleep until Morning". You will then be asked if you wish to make a campfire. Choose "Yes". Light the

campfire by clicking the Tinderbox on the pile of wood. This will help prevent nasty encounters at night. If you are near the tree, spend the night in the Heart of the World (See below). Note: Monsters in the Jungle tend to be tougher than the Savanna Monsters. Avoid close combat entirely if you have difficulty handling the easier monsters. If you get in close combat with a Flying Cobras, you should take a Cure Pill afterwards.

Magic User: Use your Reversal Spell if you encounter a Leopardman.

You now arrive at the foot of the Giant Tree.

Magic User: Practice all your spells here until you run out of Spell Points.

Click WALK along the paths on the tree and proceed to the upper part of the Giant Tree by following the paths off to the left, then cutting back to the right and off the screen at the upper right. Now click to pass under the Waterfall and into the cave on the right of the Waterfall.

You are now in the home of the Guardian. Allow the Guardian to circle and possess you. Communicate with the Guardian by clicking TALK on your character when your character is not glowing. Select "Greet" and "Answer Guardian". To ask questions, click TALK on your character when he glows. Ask about a Gift from the Heart.

Magic User: Ask about Magic Wood.

Now ask the Guardian about a Gem. The Guardian will make you some Gems. Click the HAND on a Gem to pick it up. Only take one Gem. Exit through the cave opening to the right. You are now on the upper part of the Giant Tree again. Click WALK on the cave above the Waterfall. You will enter into the Heart of the World. (If it is near dark, this is a good place to spend the night.) Go into Inventory and select a Waterskin filled with Peace Water. Walk up onto the spiral pathway at the center of the screen and click the Peace Water on the top of the spiral. You will now receive the Gift from the Heart of the World.

Next Day: Leave the tree and click WALK on the far right of the screen. This will take you to the Lost City Map. You cannot cross the Waterfall right now, but you can explore and gain some experience.

Fighter: You will gain puzzle points for vanquishing the different types of monsters, so go around and seek out some experience. Do not forget to save your game before you go into combat. Pick up rocks and practice your throwing skill at distance combat.

Paladin: It is not your job to go around invading other creatures territory and destroying them, but you will need some combat experience to build up your skills. Keep your eyes open for Demon Worms. They do not belong on this world, and it is your duty to prevent them from destroying the world. Pick up rocks and practice your throwing skill at distance combat.

Magic User: Seek around the Jungle for a Blue Orchid. When you see one, use your Fetch spell to put it in your Inventory. Practice your spells as you explore, but don't let yourself get too low in spell points.

Thief: Practice your dagger throwing and your Stealth as you explore.

If you find a monkey in a trap, release it by clicking your HAND on the cage. This will free the monkey and make you a friend for life.

After this, return to the Simbani Village. Practice your skills where you can.

Fighter/Paladin: Once you learn to walk across the Wrestling Bridge, Uhura will teach you the way to actually wrestle there. Practice your skills here and in the Spear Room. Stay around the village for several days practicing your skills until Uhura challenges you to a spear throwing contest in the Spear Room. Accept and see if you can beat her at spears. After this, return to Tarma.

Magic User: Play Awatt with Yesufu again. Tell him about friendship. Then visit the Pool of Peace. When it gets dark, go into Inventory and select the "Blue Orchid". When the moon shines on the pool, click the Orchid on the water. Spend the rest of the night here, then return to the Heart of the World in the Giant Tree. Click the Glowing Blue Orchid on the center of the spiral platform and you will get the Magic Wood. After this, return to Tarma.

Thief: Things have changed a little when you return. Visit the Cage area during the daytime. Talk to Yesufu and ask him some questions. Spend the night in your hut for some more information from Uhura. After this, return to Tarma.

Tarma: Go to the Apothecary and give him the Feather, the Peace Water, the Gift from the Heart of the World and the

Venomous Vine Fruit. Buy the Dispel Potions and some more Healing and Cure Pills from him if you need them.

During the daytime, visit the Bazaars and ask the merchants about rumors. If you meet the thief Hammi in the Open Air Bazaar, click on your character and select "Agree to Meet". If you are running short on mitions, you may need to buy some food. You can get fruit, fish, or meat to keep yourself from getting hungry.

Magic User: Visit Kreesha's house to gain the Summon Staff spell.

Thief: You may need to buy some more Throwing Daggers from the Weapon Seller. You need to buy some Oil from the Oil Seller. You should also buy some meat.

Eat dinner in the evening at the Welcome Inn. If or when there is an empty pillow at the side of your table, the Welcome Woman will tell you about the Survivor if you ask. After you order a meal and eat it, the Survivor may enter. He will give you some background information if you ask about it.

After dinner during the night, return to the Middle Bazaar. Talk with Hammi. Give him some food.

Thief: Click TALK on your character and select "Make Thief Sign".

Then go to bed in your room at the Welcome Inn and sleep until morning.

Next Day: Return to the Simbani Village. **Fighter/Paladin:** Someone new has been added to the village. Visit the cage area and talk to Yesufu. Go to

the Laibon's hut and ask him some questions, but don't ask about the Drum more than once. Practice your skills at spear throwing and the Wrestling Bridge as much as possible. When you get low on Stamina, rest for a while. Spend the night in your hut and talk to Uhura when she enters.

Magic User: Someone new has been added to the village. Visit the cage area and talk to Yesufu. Go to the Laibon's hut and ask him some questions, but don't ask about the Drum more than once. Go out of the village and practice your magic skills. Spend the night in your hut and talk to Uhura when she enters.

Thief: Practice your skills in and around the village. When night falls, click LOOK on the Laibon's hut. When you see a close-up of the crack at the back of the Laibon's hut, go into your inventory and select your Fine Dagger. Save your game. Click the dagger on the crack. Now you can widen the hole enough to enter. When you enter the Laibon's hut, select "Stealth" from the Special Action Icon Bar. (If the Laibon awakens while you are sneaking here, you need to practice your sneaking skills out in the Savanna before trying this again.) Sneak over to the Magic Drum. Click the HAND on the Magic Drum. Now sneak back to the hole in the wall. Click HAND on the hole to sneak out. Return to your hut to rest for the night.

Get up and go over to the Cage Room. Talk to Uhura. Go into inventory and select the "Dispel Potion". Click the Dispel Potion on the Leopardman in the cage. Now ask Uhura about the Bride Price.

Fighter/Paladin: You should practice your skills of throwing spears and Wrestling Bridge to really build up your skills before

you visit the Lairon with the Dinosaur Horn in Inventory. Spend a couple of days doing this. Visit the Cage Room each day and talk to whomever is there.

Go back to the Center of the village and enter the Lairon's hut. Greet and ask him about the Bride Price.

Fighter/Paladin: If you have the Dinosaur Horn in Inventory, select it and give it to the Lairon. This will set up the Initiation Contest. If you do not have a Dinosaur Horn, you will need to go searching for a Dinosaur in the savanna. When you defeat it, click your hand on the corpse to get its horn. Return to the Simbant Village and go back to the Lairon during the day. Give him the Horn, and you will be set up for the Initiation Contest on the following day.

INITIATION CONTEST

Fighter/Paladin: When you come to your turn at the Twisted Tree, go up to the tree and click the HAND on a vine. Click the Vine from Inventory on the spear. Throw the spear at the ring. Try again.

When you come to the Wall of Thorns, click the HAND on the log near the bottom of the screen. Click the HAND on the log again. WALK over to the ring at the center of the Wall of Thorns. Click the HAND on the ring. After this, as you are running, you see Yesufu caught in a trap. Click the HAND on Yesufu to free him. During the Spear Throwing and the Wrestling Bridge, do your best. Read the section in the Hintbook on these rooms for more specific hints. Even if you

can't beat Yesufu, you will ultimately win the Magic Drum. In the Lairon's Hut, if you win, click TALK on your character and select "Ask for Magic Drum". Otherwise, you earn the Magic Drum through your kindness.

Return to Tama to pick up the Bride Price from the various merchants in the bazaar. You will need to buy the Zebra Hides from the Leather Merchant, the Fine Robe from the Cloth Merchant, and the Fine Spear from the Weapon Seller. You should also pick up three gifts for your bride - the Leopard carving from the Katta, some Beads, and a Fine Dagger. Talk to people and find out what is going on around the town while you are here.

Visit the Temple of Sekhmet. You will be expected. Make whatever choice you want, but don't pick anything obviously wrong. You will get a prophecy to help you in the endgame here.

Now go back to the Simbant Village. Visit the Lairon's hut and give him the Bride Price. Next, go visit your bride and give her your gifts. Leave and practice your skills out on the Savanna for a while. Sleep in the village at your hut.

The next day, go visit your bride. Click your hand on the cage to free her. Now you'll have to track her down again, so leave the village and go hunting in the jungle.

When you have a funny feeling someone is watching you, click TALK on your character and select "Greet". Talk with your former bride.

Fighter/Paladin/Thief: Show Johan the Magic Drum. She will take you to the Leopardman Village.

Magic User: After you meet with Johari, go visit the Giant Tree and practice your spells. Sleep in the Heart of the World. The next day, see if you can find Johari again. Be sure to greet her and ask her about magic, and she will teach you a new spell. Spend the rest of the day practicing your new spell and sleep in the Heart of the World. The next day, try to find Johari again. Click on your character and tell her about peace. She will take you to the Leopardman Village.

LEOPARDMAN VILLAGE

Watch and talk to Johari for a while.

Thief: Johari will lead you to a place where you can try to steal the Spear of Death. Click your Ripe and Grapnel from your Inventory on the platform around the hut. Next, get some meat from Inventory and click on the Leopard. Click to walk across to the hut and go inside. Save your game. Select "Stealth" from the Special Action Icon Bar. Sneak over to the monkey in the cage. Click your HAND on the cage to let the monkey out and keep him from alerting the Leopardman Leader. Go over to the Spear of Death and click the HAND on it. Now sneak out. Cross the rope again to join Johari.

CENTER OF THE LEOPARDMAN VILLAGE

Fighter/Paladin: When you are allowed to speak, click TALK on your character and select "Greet" and "Tell About Peace". After you give the Leopardman Leader the Magic Drum, ask the Leader about the Spear. This will send you on to the Simbani Village.

Magic User: When you are allowed to speak, click TALK on your character and select "Greet" and "Tell About Magic". The Shaman will appear and challenge you to a duel. Click TALK on your character and select "Accept Challenge". This will take you to the Wizard's Duel. First cast Reversal, then Summon Staff. When his fire spell is reflected back onto him, the Shaman will cast a Wall of Flame. Cast Calm. Next cast Open. When the Shaman surrounds you with Darkness, cast Juggling Lights. When the Shaman makes a snake, cast a Dazzle spell. When the Shaman casts a hole under your character, cast Levitate. When the Shaman becomes a Demon, go into Inventory and select Dispel Potion. Click the potion on the Shaman. You will return to the center of the Leopardman Village. When you have the chance, click TALK on your character and select "Greet" and "Tell About Peace". This will send you on to the Simbani Village.

Thief: When you are allowed to speak, click TALK on your character and select "Greet" and "Tell About Peace". This will send you on to the Simbani Village.

At the Simbani Village, you will give the Spear of Death back to the Simbani.

Fighter: If you were particularly polite and honorable, you will be sent to Kreesha's House to become a Paladin. Then you will be sent to the Peace Conference at the Hall of Judgement.

Paladin: You will be sent to the Peace Conference at the Hall of Judgement.

Magic User: You will be sent back to the Leopardman Village

to give the Magic Drum back to them. Then you will be sent to the Peace Conference at the Hall of Judgement.

Thief: You will be sent to the Peace Conference at the Hall of Judgement.

After the Peace Conference, you will need to get to the Lost City as soon as possible. Head for the Waterfall Map. When you meet Manu the monkey, he will try to get you to visit his village. When you have the chance, click TALK on your character and select "Agree". He will take you to his village, but you will have to figure a way to get up to it.

Fighter/Paladin: Talk to Manu. Ask him about Help, Ropes, Vines, and Swingline. When you have the chance, click TALK on your character and select "Tell about Swingline".

Magic User: Cast Levitate to enter the village

Thief: Click your Rope and Grapnel from Inventory up in the treetops.

Once you are in the Monkey Village, ask Manu about Demons, Waterfall, Monkey Pass, and Bad City. After this, click TALK on your character and select "Tell about Lost City", then "Convince Manu". If this doesn't get him to take you to the Lost City, select "Persuade Manu". If this fails, then select "Argue with Manu". Finally try "Beg Manu". You will be on your way to the Lost City.

WATERFALL CROSSING

Fighter/Paladin: Click HAND on vines near the left side of the

screen. Click TALK on your character and select "Tell about Vine Rope". Manu will help you set up the Vine tape. Now click HAND on the Vine Rope. You will cross the waterfall hand-over-hand.

Magic User: Click HAND on vines near the left side of the screen. Click the Vines on your character. Cast Levitate near the edge of the Waterfall. Then click TALK on your character and select "Tell about rope" and "Tell about Coopetation". Manu will pull you across.

Thief: Walk over to the edge and click your Rope and Grapnel from Inventory on the other side of the Waterfall.

When you meet the Demon Wives on the other side, fight it if you can or run away if you must.

Manu and the monkeys will lead you to the Lost City. When you can see the city, Manu will not go any further. Ask Manu about secret door and eye. WALK toward the city.

LOST CITY

At the edge of the Lost City you must figure out how to open the door.

Fighter/Paladin: Click LOOK at the door. Go into Inventory and select the Opal you got from the Meerbats. Click the Opal on the eye of Anubis. The door will open.

Magic User: Click LOOK at the statue of the Jackal. Cast a Fetch spell on the statue's eye. Click LOOK at the door. Go into Inventory and select the Eye. Click the Eye on the eye of Anubis. The door will open.

Thief: Click LOOK at the statue of the Jackal. Click HAND on the statue's base to climb up. Now click HAND on the statue's eye. Click LOOK at the door. Go into Inventory and select the Eye. Click the Eye on the eye of Anubis. The door will open.

SECRET ENTRANCE - You must figure out how to open this door here.

Fighter/Paladin: You are going to have to fight the Demon Guard.

Magic User: Cast a Calm spell. Now cast an Open spell on the door. WALK into the next room.

Thief: Select "Stealth" and sneak over to the door. Go into Inventory and select the Oil. Use the Oil on the door hinges. Next, go into Inventory and select your Toolkit. Use the Toolkit on the door to unlock it. Then use your HAND to open the door.

GUARDED CHAMBER - When Reeshaka becomes a demon, go into Inventory and select the Dispel Potion. Use the Dispel Potion on the demon.

MIRROR ROOM - Fight your demon counterpart as best you can.

DEMON ON THE TOWER - Save your game.

Fighter: Fight the gargoyle. When you defeat this, then you click HAND on the gargoyle to knock it over and cross. When you are caught, go into Inventory and select the Spear of Death.

Click the Spear on the Demon Wizard. Go into Inventory and select the Magic Shield. Click the Shield on the Orb

Paladin: Fight the gargoyle. When you defeat this, then you click HAND on the gargoyle to knock it over and cross. When you are caught, go into Inventory and select the Magic Sword. Click the Sword on the Demon Wizard. Now Click your HAND on the Demon Wizard.

Magic User: Cast your Reversal spell. Now cast your Summon Staff spell. When the demon has your Staff, cast your Trigger spell. Now cast a Force Bolt at the Orb.

Thief: Click your Rope and Grapnel on the top of the nearest pillar on the other side of the chasm. Click to move to the top of that pillar. When the Demon Wizard casts a spell at the pillar, click your Rope and Grapnel on the top of the left side pillar. When the Demon Wizard sets your rope on fire, use your acrobatic skills to jump over the flame and onto the pillar. Now use your leftover grapnel and click in onto the Demon Wizard. Give the Spear of Death back to the Simbani.

QUEST FOR GLORY III

Puzzle Points

**POINTS ANY CHARACTER
CAN GET:**

3	Leave Tarma for the first time	3	Give cows to drummer
3	Reach Simbani Map	2	Tell Kreesha about Leopard Woman
3	Reach jungle	3	Give honey bird feather to Salim
8	Reach waterfall map	3	Give venomous vine berries to Salim
4	Change money	3	Give peace water to Salim
8	Chase Thief (Harazi) to next scene	3	Give heart gift to Salim
2	Buy zebra hides	6	Get dispel potions from Salim
3	Buy watuskskin	10	Tell Salim about Julianat
2	Buy fine spear	3	Read Welcome Inn bulletin board
2	Buy huncy	7	Ask survivor about peace mission
3	Buy tinderbot	20	Attend peace conference
2	Buy fine dagger	10	Being Gem of the Guardian to Temple
4	Agree to meet Harazi	10	Get Prophecy (be judged as Worthy)
8	Tell Harazi about Rakesh	5	Select at least one decision compatible with character type in Temple Judgment
2	Buy beads	8	Get venomous vine fruit
2	Get wooden leopard	3	Get peace water
3	Tell Katta about Shapeir		
5	Give note to Katta		
2	Buy fine robe		

8	Get honey bird feather	5	Get gem of guardian
2	Listen to Storyteller	5	Get heart gift
20	Return Spear of Death to Laibon	8	Use opal to open door
2	Ask Uhura about spear	3	Make it past demon guards
2	Ask Uhura about wooing Johari	10	Use dispel potion on Reesha
2	Ask Laibon about drum	25	Win the game
2	Ask Laibon about spear	3	Reach Mirrors of Darkness
3	Give fine spear to Laibon	10	Defeat demon
1	Give fine robe to Laibon	20	Get rid of Gate Orb
3	Give zebra hides to Laibon	-5	Get kicked out of Laibon's hut
15	Use dispel potion on Johari		
1	Give wooden leopard to Johari		
1	Give beads to Johari		
1	Give fine dagger to Johari		
1	Play Awari with Yesufu		
1	Tell Yesufu about friendship	50	Become a Paladin
1	Get kissed by Johari	2	Defeat Apeman
20	Give drum to chief	2	Defeat Leopardman
8	Free Manu from trap	2	Defeat Flying Cobra
1	Follow Manu to monkey village	2	Defeat Crocodile Man
1	Greet Johari first time	2	Defeat Giant Ant
8	Show magic drum to Johari or tell Johari about peace	2	Defeat Dinosaur
8	Enter monkey village (treetops)	2	Defeat generic Demon Worm
1	Get Manu to take you to Lost City	3	Defeat Endgame Demon Worm
10	Cross Waterfall	5	Get rope bridge in Monkey Village

**POINTS THAT FIGHTERS AND
PALADINS CAN GET:**

- 3 Knock over fruit
- 3 Tell about initiation
- 8 Save Meekha / get opal
- 3 Get dinosaur horn

5 Lose initiation contest honorably

10 Win initiation contest

3 Give dinosaur horn

3 Practice spear throwing with Uhura

5 Win spear contest

3 Practice wrestling with Uhura

5 Win wrestling contest

8 Stop to help Yesufu

5 Win ring contest

5 Win thorn contest

3 Create bridge from vines

7 Defeat demon guard

3 Defeat gargoyle

**POINTS THAT ONLY
PALADINS CAN GET:**

- 2 Gain Flaming Sword skill
- 2 Gain Healing skill
- 2 Gain Sense Danger skill
- 2 Gain Honor Shield skill
- 2 Talk to Rajah without

- offending him
- 2 Defend Rakeesh to Rajah
- 5 Pledge your honor for peace

**POINTS THAT ONLY
MAGIC USERS CAN GET:**

- 7 Stop thief with magic
- 4 Try to stop thief with magic and fail

4 Learn Juggling Lights spell

10 Create magic staff at Kneebi's house

6 Create glowing blue orchid

10 Win Shaman duel

4 Summon staff in Shaman duel

4 Cast Calm on flames in Shaman duel

4 Cast Juggling Lights in Shaman duel

4 Cast Reversal in Shaman duel

4 Cast Open, Dazzle, or Force Bolt to open cage in Shaman duel

4 Get rid of snake in Shaman duel

4 Levitate out of hole in Shaman duel

8 Dispel possessed Shaman's demon

5 Kill possessed Shaman

- 3 Get blue orchid
- 4 Learn Lightning Ball spell
- 5 Get magical wood
- 5 Get opal eye of Anubis
- 6 Cast Calm on demon guard
- 4 Cast Open on door

**POINTS THAT ONLY
THIEVES CAN GET:**

7 Stop thief with dagger or fruit

5 Buy oil

5 Buy black bird

8 Buy rope

8 Make Thief Sign to Haseini

8 Break into Laibon's hut

8 Steal drums

5 Use grapnel/rope

5 Feed leopard

8 Cross tightrope

5 Feed monkey

5 Release monkey

10 Get spear

5 Get opal eye of Anubis

5 Soak past demon guards

5 Use oil on door in Lost City



NOTES:

NOTES:



THE TEAM

- 1 Russ Fung
- 2 Tom DeSalvo
- 3 Brett Miller
- 4 Nathan Goss
- 5 Jeff Cross
- 6 Dan Fey
- 7 Morgan Powell
- 8 Ken Williams

- 9 Bob Kellow
- 10 Tim Louchko
- 11 Bill Davis Jr.
- 12 Kevin Ray
- 13 Dave Arns
- 14 Jay Friedmann
- 15 Loga Bow
- 16 Jack Magrane
- 17 Larry Scott
- 18 Kurt Busch



- 19 Chris Carr
- 20 Guillermo Romero
- 21 Christopher Smith
- 22 Shannon Smith
- 23 Greg Balak
- 24 Darren Fuller
- 25 Oliver Belakowski
- 26 Tammy Dugan
- 27 Corey Cole
- 28 Lon Cole

- 29 Andy Hoyos
- 30 Marc Hudspeth
- 31 Rudy Helen
- 32 Andy Hoyos
- 33 Larry Laffer
- 34 Rick Comstock
- 35 Diana Dean
- 36 Mark Empey
- 37 Henry Yu